**‘Readme’ file**

**Country name**: Germany

**Name of depositor:** Patrizia Baldi

**The data deposited:** Photographs in a JPEG format from workshops in Germany, UK and Romania.

**Software required to access the data:** Preview, iphoto, Photoshop or other software for opening JPEG files

**How/when/where the data were collected, including details of participants and settings:**

Germany, Berlin Fab Lab setting 12th August 2017

A pop-up makerspace workshop was undertaken in one location in Berlin with a focus on virtual reality.

Children were invited via an online invitation from Gluck Workshops which at the time held Fab Lab style workshops for children on a range of topics to do with creativity, play and tech. All children except one had German as their first language.

Children were invited to create something for a wooden connected doll using physical materials such as cardboard, paper, pens and tape and then recreate what they made in VR using the application Google TiltBrush. The activities were undertaken by two artists and two University researchers were present.

Data were recorded using camera on smart phones, and a 360-degree camera placed in the room. Transcripts from the data were not made as the researcher did not speak German. Instead themes were drawn from the visual elements of the data such as what the children made and their movements and gestures etc.

Only images that do not contain pictures of children are deposited. Selections of the children’s work were photographed and are also deposited.

UK, Eureka Children’s Museum, Halifax 12 and 13th May 2018

Four VR pop-up makerspace workshops were undertaken at the Eureka Children’s Museum in Halifax, UK. This consisted of four half a day workshops across two days. The workshops were led by Gluck Workshops from Germany and one researcher was also present.

Children otherwise visiting the museum on the two days were invited to drop into the workshops and leave when they wanted. In this time children were supplied with physical materials such as cardboard, pens and paper and invited to make a building or other to add to a cardboard city. The city grew over the course of the two days and children were invited to film the city using a 360-degree camera app and then view the outcome in a VR cardboard HMD.

Data were recorded using camera on smart phones and an ipad, and a 360 degree camera placed in the room. Transcripts from the data were made. Thematic analysis was then applied to the data.

Selections of the children’s work were photographed and deposited.

Romania, Bucharest, 13 and 14th September 2018 School setting

The workshops consisted of two half-day sessions with 10 children in each one. Children were invited to make cardboard sculptures and then trace the edge of them in Google Tiltbrush using an HTC VIVE controller.

The workshop was led by Gluck Workshops and two MakEY researchers. Three teachers and the Director of the school were also present.

Data were recorded using Go Pro cameras and photographs and videos taken on smart phones.

Selections of the children’s work are photographed and deposited along with images for which permission was given by the parents of the participants.

*Images*

*From Berlin workshop*

*Germany\_IMG\_1\_ 120817*

*Germany\_IMG\_2\_ 120817*

*Germany\_IMG\_3\_ 120817*

*From Romanian workshop*

Germany\_IMG\_1\_130618

Germany\_IMG\_2\_130618

Germany\_IMG\_4\_130618

Germany\_IMG\_5\_130618

Germany\_IMG\_6\_130618

Film

*From Romanian workshop*

Germany\_Mov\_1\_130618